

Pursuer's Greatshield

In-Game Description

Greatshield of the Pursuer.

For those who can handle the weight of this shield, it offers resistance to curses.

The Pursuer hunts down those branded by the curse, as if each Undead soul that he claims will atone one of his sins.

Availability

Trade Soul of the Pursuer and 1,500 souls with Straid of Olaphis.

Notes

Although a greatshield when equipped its size is more like a normal shield.

General Information

Name	Damage	Counter Strength	Poise Damage	Durability	Weight	Stats Needed Stat Bonuses	Aux Effects Aux Effects Reduction	Damage Reduction	Stability	Enchantable
	104/0/0 /0/0 (Strike)	120	35	80	16	38/-/- -/-/-/-	-/ 65/65/65/65	100/50/ 80/40/60	70	Yes/No

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed

Basic

Boss upgrade path.

Requires Petrified Dragon Bone.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effect Reduction	Stability	Materials Cost	Souls Cost
Pursuer's Greatshield +0	104/0/0/0/0	-/-/-	100/50/80/40/60	65/65/65/65	70	-	-
Pursuer's Greatshield +1	135/0/0/0/0	-/-/-	100/51.2/80.5/41.5/61	65.8/65.8/65.8/65.8	71	1x Petrified Dragon Bone	1,590
Pursuer's Greatshield +2	166/0/0/0/0	-/-/-	100/52.5/81.4/3/62	66.7/66.7/66.7/66.7	72	2x Petrified Dragon Bone	1,990
Pursuer's Greatshield +3	197/0/0/0/0	-/-/-	100/53.7/81.5/44.5/63	67.6/67.6/67.6/67.6	73	3x Petrified Dragon Bone	2,390
Pursuer's Greatshield +4	228/0/0/0/0	-/-/-	100/55/82/46/64	68.5/68.5/68.5/68.5	74	4x Petrified Dragon Bone	3,180
Pursuer's Greatshield +5	260/0/0/0/0	-/-/-	100/56.2/82.5/47.5/65	69.3/69.3/69.3/69.3	75	5x Petrified Dragon Bone	3,580

Infusions

Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Pursuer's Greatshield +0	65/80/0/0/0	0/0	-/-/-/-/-	97.7/68.3/77.7/37.7/57.7	62.7/62.7/62.7/62.7
Magic Pursuer's Greatshield +1	85/104/0/0/0	0/0	-/-/-/-/-	97.7/69.1/78.2/39.2/58.7	63.6/63.6/63.6/63.6
Magic Pursuer's Greatshield +2	104/128/0/0/0	0/0	-/-/-/-/-	97.8/69.9/78.8/40.8/59.8	64.5/64.5/64.5/64.5
Magic Pursuer's Greatshield +3	124/152/0/0/0	0/0	-/-/-/-/-	97.8/70.7/79.3/42.3/60.8	65.5/65.5/65.5/65.5
Magic Pursuer's Greatshield +4	144/176/0/0/0	0/0	-/-/-/-/-	97.9/71.5/79.9/43.9/61.9	66.4/66.4/66.4/66.4
Magic Pursuer's Greatshield +5	163/200/0/0/0	0/0	-/-/-/-/-	97.9/72.2/80.4/45.4/62.9	67.3/67.3/67.3/67.3

Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Pursuer's Greatshield +0	65/0/80/0/0	0/0	-/-/-/-/-	97.7/47.7/98.3/37.7/57.7	62.7/62.7/62.7/62.7
Fire Pursuer's Greatshield +1	85/0/104/0/0	0/0	-/-/-/-/-	97.7/49/98.3/39.2/58.7	63.6/63.6/63.6/63.6
Fire Pursuer's Greatshield +2	104/0/128/0/0	0/0	-/-/-/-/-	97.8/50.3/98.4/40.8/59.8	64.5/64.5/64.5/64.5
Fire Pursuer's Greatshield +3	124/0/152/0/0	0/0	-/-/-/-/-	97.8/51.6/98.4/42.3/60.8	65.5/65.5/65.5/65.5
Fire Pursuer's Greatshield +4	144/0/176/0/0	0/0	-/-/-/-/-	97.9/52.9/98.5/43.9/61.9	66.4/66.4/66.4/66.4
Fire Pursuer's Greatshield +5	163/0/200/0/0	0/0	-/-/-/-/-	97.9/54.2/98.5/45.4/62.9	67.3/67.3/67.3/67.3

Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Pursuer's Greatshield +0	65/0/0/80/0	0/0	-/-/-/-/-	97.7/47.7/77.7/58.3/57.7	62.7/62.7/62.7/62.7
Lightning Pursuer's Greatshield +1	85/0/0/104/0	0/0	-/-/-/-/-	97.7/49/78.2/59.3/58.7	63.6/63.6/63.6/63.6
Lightning Pursuer's Greatshield +2	104/0/0/128/0	0/0	-/-/-/-/-	97.8/50.3/78.8/60.4/59.8	64.5/64.5/64.5/64.5
Lightning Pursuer's Greatshield +3	124/0/0/152/0	0/0	-/-/-/-/-	97.8/51.6/79.3/61.4/60.8	65.5/65.5/65.5/65.5
Lightning Pursuer's Greatshield +4	144/0/0/176/0	0/0	-/-/-/-/-	97.9/52.9/79.9/62.5/61.9	66.4/66.4/66.4/66.4
Lightning Pursuer's Greatshield +5	163/0/0/200/0	0/0	-/-/-/-/-	97.9/54.2/80.4/63.5/62.9	67.3/67.3/67.3/67.3

Dark

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.

Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Pursuer's Greatshield +0	65/0/0/0/80	0/0	-/-/-/-/-	97.7/47.7/77.7/37.7/78.3	62.7/62.7/62.7/62.7
Dark Pursuer's Greatshield +1	85/0/0/0/104	0/0	-/-/-/-/-	97.7/49/78.2/39.2/78.8	63.6/63.6/63.6/63.6

Dark Pursuer's Greatshield +2	104/0/0/0/128	0/0	-/-/-/-/-	97.8/50.3/78.8/40.8/79.4	64.5/64.5/64.5/64.5
Dark Pursuer's Greatshield +3	124/0/0/0/152	0/0	-/-/-/-/-	97.8/51.6/79.3/42.3/79.9	65.5/65.5/65.5/65.5
Dark Pursuer's Greatshield +4	144/0/0/0/176	0/0	-/-/-/-/-	97.9/52.9/79.9/43.9/80.5	66.4/66.4/66.4/66.4
Dark Pursuer's Greatshield +5	163/0/0/0/200	0/0	-/-/-/-/-	97.9/54.2/80.4/45.4/81	67.3/67.3/67.3/67.3

Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base poison damage, poison damage reduction.

Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Pursuer's Greatshield +0	65/0/0/0/0	16/0	-/-/-/-/-	97.7/47.7/77.7/37.7/57.7	83.3/62.7/62.7/62.7
Poison Pursuer's Greatshield +1	85/0/0/0/0	20/0	-/-/-/-/-	97.7/49/78.2/39.2/58.7	83.7/63.6/63.6/63.6
Poison Pursuer's Greatshield +2	104/0/0/0/0	25/0	-/-/-/-/-	97.8/50.3/78.8/40.8/59.8	84.1/64.5/64.5/64.5
Poison Pursuer's Greatshield +3	124/0/0/0/0	30/0	-/-/-/-/-	97.8/51.6/79.3/42.3/60.8	84.5/65.5/65.5/65.5
Poison Pursuer's Greatshield +4	144/0/0/0/0	35/0	-/-/-/-/-	97.9/52.9/79.9/43.9/61.9	85/66.4/66.4/66.4
Poison Pursuer's Greatshield +5	163/0/0/0/0	40/0	-/-/-/-/-	97.9/54.2/80.4/45.4/62.9	85.4/67.3/67.3/67.3

Bleed

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base bleed damage, bleed damage reduction.

Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Pursuer's Greatshield +0	65/0/0/0/0	0/16	-/-/-/-/-	97.7/47.7/77.7/37.7/57.7	62.7/83.3/62.7/62.7
Bleed Pursuer's Greatshield +1	85/0/0/0/0	0/20	-/-/-/-/-	97.7/49/78.2/39.2/58.7	63.6/83.7/63.6/63.6
Bleed Pursuer's Greatshield +2	104/0/0/0/0	0/25	-/-/-/-/-	97.8/50.3/78.8/40.8/59.8	64.5/84.1/64.5/64.5
Bleed Pursuer's Greatshield +3	124/0/0/0/0	0/30	-/-/-/-/-	97.8/51.6/79.3/42.3/60.8	65.5/84.5/65.5/65.5
Bleed Pursuer's Greatshield +4	144/0/0/0/0	0/35	-/-/-/-/-	97.9/52.9/79.9/43.9/61.9	66.4/85/66.4/66.4
Bleed Pursuer's Greatshield +5	163/0/0/0/0	0/40	-/-/-/-/-	97.9/54.2/80.4/45.4/62.9	67.3/85.4/67.3/67.3

Key

Damage:	<p>The Damage stat dictates how much damage the shield does when used for bashing. The Damage stats for a shield are A / B / C / D / E:</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage <p>Most shields deal Strike damage, with a few exceptions. Certain enemies are weak or strong against different damage types.</p>
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the shield to break the poise of an enemy.</p>
Durability:	<p>The durability of the shield. The shield will break when durability reaches 0.</p>
Weight:	<p>The weight of the shield. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>

<p>Stats Needed:</p>	<p>Determines how high various Stats must be in order to wield the shield effectively.</p> <p>The requirement stats for shields are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <p>While it is possible to use a shield with lower-than-required Strength, your character will suffer a severe penalty to damage reduction.</p>
<p>Aux Effect:</p>	<p>The Aux Effect stat dictates how effective the shield will be at causing the effect. The Aux Effect stats for a shield are A / B:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect
<p>Aux Effect Reduction:</p>	<p>The Aux Effect Reduction % of the shield. It dictates how much effect the shield mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a shield are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect
<p>Damage Reduction:</p>	<p>The Damage Reduction % of the shield. It dictates how much damage the shield mitigates while blocking.</p> <p>The Damage Reduction % stats for a shield are A / B / C / D / E:</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
<p>Stability:</p>	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>

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